CN LAB PROJECT PROPOSAL

21K-3153

21K-3372

21K-4529

**MULTIPLAYER GAME USING SOCKET PROGRAMMING**

We aim to use Socket.io and NodeJS to create a multiplayer game. The game will be playable by 2 players and will include a large map.

The objective of the game will be to deplete your opponent's health bar to 0 by throwing snowballs made from the snow on the ground.

The game will be in real time, playable on different PCs, and easily controllable.

Once a player’s health reaches 0, the game will be over.